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You can read the recommendations in the user guide, the technical guide or the installation guide for BEHRINGER XENYX 1002FX. You'll find the answers to all your questions on the BEHRINGER XENYX 1002FX in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual BEHRINGER XENYX 1002FX User guide BEHRINGER XENYX 1002FX Operating instructions BEHRINGER XENYX 1002FX Instructions for use BEHRINGER XENYX 1002FX Instruction manual BEHRINGER XENYX 1002FX

EFFECT presets of XENYX 1002FX

No.	EFFECT	Description	No.	EFFECT	Description
HALL 90-95					
80	SMALL HALL 1	approx. 1.0s reverb decay	50	SHORT DELAY 1	Lite short shattering
81	SMALL HALL 2	approx. 1.2s reverb decay	51	SHORT DELAY 2	1/2 short impulse(s)
82	SMALL HALL 3	approx. 1.5s reverb decay	52	SHORT DELAY 3	1/2 short impulse(s)
83	MID HALL 1	approx. 1.8s reverb decay	53	MID DELAY 1	Classical Delay for pop tempo music (115-125 BPM)
84	MID HALL 2	approx. 2.0s reverb decay	54	MID DELAY 2	Classical Delay for mid tempo music (105-115 BPM)
85	MID HALL 3	approx. 2.2s reverb decay	55	MID DELAY 3	Classical Delay for slow tempo music (95-105 BPM)
86	BIG HALL 1	approx. 2.5s reverb decay	56	LONG DELAY 1	Classical Delay for reggae tempo music (85-95 BPM)
87	BIG HALL 2	approx. 3.2s reverb decay	57	LONG DELAY 2	Classical Delay for dub tempo music (75-85 BPM)
88	BIG HALL 3	approx. 4s reverb decay	58	LONG DELAY 3	Extra long (nearby) delay effect
89	CHURCH	approx. 7s reverb decay	59	LONG ECHO	Extra long canyon echo effect
ROOM 100-115					
10	SMALL ROOM 1	approx. 0.5s reverb decay	60	SOFT CHORUS 1	Unobtrusive effect
11	SMALL ROOM 2	approx. 0.8s reverb decay	61	SOFT CHORUS 2	Unobtrusive effect with different color
12	SMALL ROOM 3	approx. 1.0s reverb decay	62	WARM CHORUS 1	Analog sounding
13	MID ROOM 1	approx. 1.2s reverb decay	63	WARM CHORUS 2	Analog sounding with different color
14	MID ROOM 2	approx. 1.5s reverb decay	64	PIANT CHORUS 1	Pronounced chorus effect
15	MID ROOM 3	approx. 1.8s reverb decay	65	PIANT CHORUS 2	Pronounced chorus effect with different color
16	BIG ROOM 1	approx. 2.0s reverb decay	66	CLASSIC FLANGER	Standard flanger effect
17	BIG ROOM 2	approx. 2.2s reverb decay	67	WARM FLANGER	More analog touch
18	BIG ROOM 3	approx. 2.5s reverb decay	68	DEEP FLANGER	Deep modulation impression
19	CHAPEL	approx. 3s reverb decay	69	HEAVY FLANGER	Extremely pronounced effect
PLATE 120-135					
20	SHORT PLATE	approx. 1.0s reverb decay	70	CLASSIC PHASER	Standard phaser effect
21	MID PLATE	approx. 1.5s reverb decay	71	WARM PHASER	More analog touch
22	LONG PLATE	approx. 2.2s reverb decay	72	DEEP PHASER	Deep modulation impression
23	VOCAL PLATE	approx. 1.2s reverb decay	73	HEAVY PHASER	Extreme timing effect
24	DRUMS PLATE	approx. 1.0s reverb decay	74	PITCH SHIFT -20%	20% lower octave for wider solo voice sound
25	GOLD PLATE 1	approx. 1.2s reverb decay	75	PITCH SHIFT -40%	Minor third added voice
26	GOLD PLATE 2	approx. 2.0s reverb decay	76	PITCH SHIFT +4%	Major third added voice
27	SHORT SPRING	approx. 1.0s reverb decay	77	PITCH SHIFT +7%	Quart above added voice
28	MID SPRING	approx. 2.0s reverb decay	78	PITCH SHIFT -5%	Fourth down added voice
29	LONG SPRING	approx. 2.5s reverb decay	79	PITCH SHIFT -12%	1 octaved down added voice
SATURATORS 140-155					
30	GATED REV SHORT	approx. 0.8s gate time	80	CHORUS + REVERB 1	Soft chorus + medium short reverb
31	GATED REV MD	approx. 1.2s gate time	81	CHORUS + REVERB 2	Deep chorus + medium long reverb
32	GATED REV LONG	approx. 2.0s gate time	82	FLANGER + REVERB 1	Soft flanger + medium short reverb
33	GATED REV XXL	approx. 3.0s gate time	83	FLANGER + REVERB 2	Deep flanger + medium long reverb
34	GATED REV DRUMS 1	approx. 0.8s gate time	84	PHASER + REVERB 1	Soft phaser + medium short reverb
35	GATED REV DRUMS 2	approx. 1.2s gate time	85	PHASER + REVERB 2	Deep phaser + medium long reverb
36	REVERSE SHORT	approx. 0.8s reverb rise	86	PITCH + REVERB 1	Soft voice detuning + medium short reverb
37	REVERSE MD	approx. 1.2s reverb rise	87	PITCH + REVERB 2	Fourth above interval + medium long reverb
38	REVERSE LONG	approx. 2.0s reverb rise	88	DELAY + REVERB 1	Short delay + medium short reverb
39	REVERSE XXL	approx. 3.0s reverb rise	89	DELAY + REVERB 2	Medium long delay + medium long reverb
EARLY REFLECTIONS 160-175					
40	EARLY REFLECTION 1	Short	90	DELAY + GATED REV	Short delay + medium long gated reverb
41	EARLY REFLECTION 2	Medium short	91	DELAY + REVERSE	Medium short delay + medium long reverse reverb
42	EARLY REFLECTION 3	Medium long	92	DELAY + CHORUS 1	Short delay + soft chorus
43	EARLY REFLECTION 4	Long	93	DELAY + CHORUS 2	Medium long delay + deep chorus
44	SHORT AMBIENCE	Short	94	DELAY + FLANGER 1	Short delay + soft flanger
45	MID AMBIENCE	Medium short	95	DELAY + FLANGER 2	Medium long delay + deep flanger
46	LIVE AMBIENCE	Medium short	96	DELAY + PHASER 1	Short delay + soft phaser
47	BIG AMBIENCE	Medium long	97	DELAY + PHASER 2	Medium long delay + deep phaser
48	STADIUM	Long	98	DELAY + PITCH 1	Short delay + fourth chord interval
49	GHOST AMBIENCE	Extra long special FX	99	DELAY + PITCH 2	Medium long delay + minor third above interval



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Manual abstract:

EFFECT HALL 00-09 00 SMALL HALL 1 01 SMALL HALL 2 02 SMALL HALL 3 03 MID HALL 1 04 MID HALL 2 05 MID HALL 3 06 BIG HALL 1 07 BIG HALL 2 08 BIG HALL 3 09 CHURCH 10 SMALL ROOM 1 11 SMALL ROOM 2 12 SMALL ROOM 3 13 MID ROOM 1 14 MID ROOM 2 15 MID ROOM 3 16 BIG ROOM 1 17 BIG ROOM 2 18 BIG ROOM 3 19 CHAPEL 20 SHORT PLATE 21 MID PLATE 22 LONG PLATE 23 VOCAL PLATE 24 DRUMS PLATE 25 GOLD PLATE 1 26 GOLD PLATE 2 27 SHORT SPRING 28 MID SPRING 29 LONG SPRING 30 GATED REV SHORT 31 GATED REV MID 32 GATED REV LONG 33 GATED REV XXL 34 GATED REV DRUMS 1 35 GATED REV DRUMS 2 36 REVERSE SHORT 37 REVERSE MID 38 REVERSE LONG 39 REVERSE XXL 40 EARLY REFLECTION 1 41 EARLY REFLECTION 2 42 EARLY REFLECTION 3 43 EARLY REFLECTION 4 44 SHORT AMBIENCE 45 MID AMBIENCE 46 LIVE AMBIENCE 47 BIG AMBIENCE 48 STADIUM 49 GHOST AMBIENCE XENYX 1002FX Description No. @@1.0s reverb decay approx. 1.2s reverb decay approx. 1.5s reverb decay approx. 1.8s reverb decay approx. 2.0s reverb decay approx. 2.5s reverb decay approx. 2.8s reverb decay approx. 3.2s reverb decay approx. 4s reverb decay approx. 7s reverb decay ROOM 10-19 approx. 0.5s reverb decay approx. 0.8s reverb decay approx. 1.0s reverb decay approx. 1.2s reverb decay approx. 1.5s reverb decay approx. 1.8s reverb decay approx. 2.0s reverb decay approx. 2.2s reverb decay approx. 2.5s reverb decay approx. 3s reverb decay PLATE 20-29 approx. 1.0s reverb decay approx. 1.5s reverb decay approx. 2.2s reverb decay approx. 1.2s reverb decay approx. 1.0s reverb decay approx. 1.2s reverb decay approx. 2.0s reverb decay approx. 1.0s reverb decay approx. 2.0s reverb decay GATED/REVERSE 30-39 approx. 0.8s gate time approx. 1.2s gate time approx. 2.0s gate time approx. 3.0s gate time approx. 0.8s gate time approx. 1.2s gate time approx. 0.8s reverb raise approx. 1.2s reverb raise approx. 2.0s reverb raise approx. .0s reverb raise approx. .



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